

Teams (IMPS) v Pairs (Matchpoints)

	Teams	Pairs
Overall	“Bid boldly to game, play safely.” The score for each board has a large range: +24 to -24 Imps. see table below.	“Bid safely, play boldly.” Penalties are limited. The max’ you can score depends on the number of pairs playing that board. The min’ is zero.
Bidding games	Bid game if you think there is a 40%+ chance of making when vulnerable, or slightly more nv.	Bid game only when you think there is 50% + chance of making.
Choosing the game	Bid the safest game. 5C/D is more common than in pairs.	Bid the highest scoring game eg 3N+1 beats 4M made.
Overtricks	Unimportant. Do not risk the contract.	Take reasonable chances to gain extra tricks.
Bidding Slams	Some caution. Must be 50%+ chance. Avoid grand slams.	Bid slams a little more freely. Risk higher scoring slam.eg 6N over 6X, or grand (controls OK) if others are sure to bid the small.
Doubles	Great caution, especially doubling into game.	Double aggressively, especially if they are vulnerable, and you should have the contract.
Partscores	Do not sacrifice to win a low level contract, especially if vulnerable.	Compete aggressively. Rarely let them play with fit at the 2 level. Overcall and balance a lot especially nv against v.
Defense	Take risks to beat their game.	Avoid giving overtricks.

Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs	Diff. in Pts.	IMPs
20 - 40	1	270 - 310	7	750 - 890	13	2000 - 2240	19
50 - 80	2	320 - 360	8	900 - 1090	14	2250 - 2490	20
90 - 120	3	370 - 420	9	1100 - 1290	15	2500 - 2990	21
130 - 160	4	430 - 490	10	1300 - 1490	16	3000 - 3490	22
170 - 210	5	500 - 590	11	1500 - 1740	17	3500 - 3990	23
220 - 260	6	600 - 740	12	1750 - 1990	18	4000 and up	24

